Amendments to the Claims:

1. (Previously presented) A method for providing a high fidelity simulation of a client/server system including a server and intelligent client workstations, the method comprising:

simulating at level 2 of a protocol stack by formulating client requests having unique client identifiers at the level 2 of the protocol stack; and

transmitting the client requests on a communications channel having a routing access to the server for servicing the client requests;

the step of simulating at level 2 of the protocol stack further comprising:

formulating data to emulate the client requests to submit to the server;

padding the formulated data with header data that conforms to a communications protocol used by the server in receiving the client requests; and

for each respective client request, producing at least one level 2 data frame from the padded data by inserting a unique client address into the padded data, the unique client address representing a respective one of the client workstations that submitted the respective client request.

2. (Previously presented) The method of claim 1, further comprising:

simulating at level 3 of the protocol stack by formulating the client requests with unique client identifiers at the level 3 of the protocol stack before transmitting the client requests.

3. (Cancelled)

4. (Cancelled)

5. (Previously presented) The method of claim 1, further comprising:

maintaining independent client states for each client request submitted by the respective client workstations.

6. (Previously presented) The method of claim 5, wherein the step of maintaining independent client states further includes:

emulating a client in an idle state to trigger a timeout event.

7. (Cancelled)

8. (Previously presented) The method of claim 1, further comprising:

incorporating static instructions that emulate user actions; and

formulating data to emulate the client requests to submit to the server in response to the incorporated static instructions.

9. (Previously presented) The method of claim 1, further comprising:

dynamically loading instructions that emulate user actions; and

formulating data to emulate the client requests to submit to the server in response to the dynamically loaded instructions.

10. (Previously presented) The method of claim 1, further comprising:

receiving operator inputs at the workstations; and

formulating data to emulate the client requests to submit to the server in response to the received operator inputs.

11. (Previously presented) The method as claimed in claim 1, wherein:

the communications channel comprises at least one of a local area network (LAN), physical communications device, and input/output buffer internal to the server.

Claims 12 and 13. (Cancelled)

14. (Previously presented) The method as claimed in claim 2, wherein the step of simulating at level 3 of the protocol stack includes:

formulating data to emulate the client requests to submit to the server;

padding the formulated data with header data that conforms to communications protocol used by the server in receiving the client requests; and

for each respective client request, producing at least one level 3 data frame from the padded data by inserting a unique client address and a network address associated with the unique client address into the padded data, the unique client address representing a respective one of the client workstations that submitted the respective client request.

15. (Currently amended) A program storage device readable by machine, tangibly embodying a program of instructions executable by the machine, when the instructions are executed on the machine performs the method steps of providing a high fidelity simulation of a client/server system including a server and intelligent workstations, the method steps comprising:

simulating at level 2 of a protocol stack by formulating client requests having unique client identifiers at the level 2 of the protocol stack; and

transmitting the client requests on a communications channel having a routing access to the server for servicing the client requests;

the step of simulating at level 2 of the protocol stack further comprising:

formulating data to emulate the client requests to submit to the server;

padding the formulated data with header data that conforms to a communications protocol used by the server in receiving the client requests; and

for each respective client request, producing at least one level 2 data frame from the padded data by inserting a unique client address into the padded ~~added~~ data, the unique client address representing a respective one of the client workstations that submitted the respective client request.

16. (Previously presented) The program storage device of claim 15, wherein the method steps further comprise:

simulating at level 3 of the protocol stack by formulating the client requests to have unique client identifiers at the level 3 of the protocol stack before transmitting the client requests.

17. (Cancelled)

18. (Previously presented) The method of claim 1, wherein:

the unique client identifiers at the level 2 of the protocol stack comprises media access control (MAC) identifiers.

19. (Previously presented) The method of claim 1, wherein:

the level 2 comprises a data link layer of the protocol stack.

20. (Previously presented) The method of claim 2, wherein:

the unique client identifier at the level 3 of the protocol stack comprises an Internet Protocol (IP) address.

21. (Previously presented) The method of claim 2, wherein:

the level 3 comprises a network layer of the protocol stack.

22. (Previously presented) An apparatus for providing a high fidelity simulation of a client/server system including a server and intelligent client workstations, the apparatus comprising:

means for simulating at level 2 of a protocol stack by formulating client requests having unique client identifiers at the level 2 of the protocol stack; and

means for transmitting the client requests on a communications channel having a routing access to the server for servicing the client requests;

means for formulating data to emulate the client requests to submit to the server;

means for padding the formulated data with header data that conforms to a communications protocol used by the server in receiving the client requests; and

means for producing at least one level 2 data frame, for each respective client request, from the padded data by inserting a unique client address into the padded data, the unique client address representing a respective one of the client workstations that submitted the respective client request.